



RPG Magic Weapons KIT



Pixel Life Studio.

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If you have any difficulties or problems you can contact us lobodeff@gmail.com

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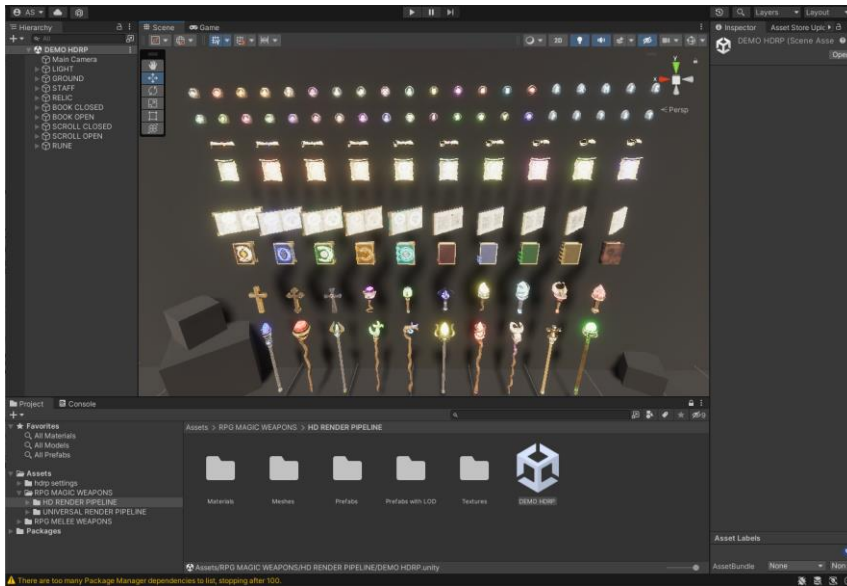
First steps understanding the asset.

You will find a DEMO scene ready with all the PREFABS, MATERIALS,

The asset is separeted in two folders.

HD Render Pipeline:

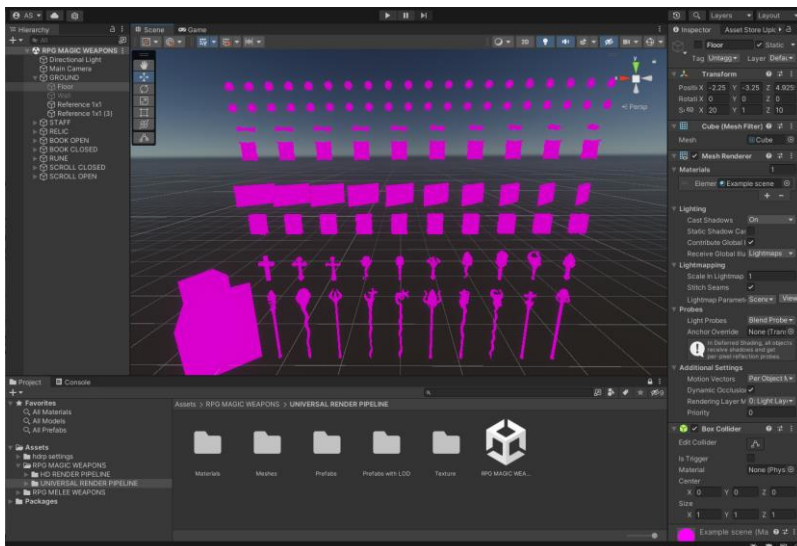
UNIVERSAL Render Pipeline.



The HDRP folder have its own HD materials and textures compatible with high definition renderer natively.

The URP folder have the UNIVERSAL materials and textures compatible with the renderer natively.

If you load the DEMO scene and all textures appear pink you are using the wrong Renderer switch to a compatible one included.



Its normal to experience some ilumination problems when using HDRP if you scene looks too dark reload the scene or reimporrt your light settings.

TEXTURES AND MESHES setup and ready to use.

The textures resolution is 2048x2048 (2k).
The filter mode is set up by default (Bilinear)
The compression is set up by default (Normal Quality)

All the PREFABS have a custom mesh COLLIDER.
All the PREFABS have 3 LOD's already configured (For LOD1 and LOD2 new material with the desired compression is required based on your choice of optimization)

All the textures are exported in 2k resolution (2048x2048).

The textures namespaces are according to its MESH parent
(STAFF1.fbx = STAFF1_DEFAULTMATERIAL_)
Some Meshes have a second MATERIAL with OPACITY separated to create translucent objects like GLASS and CRYSTALS
(STAFF1.fbx = STAFF1_MATERIAL = STAFF1_OPACITY)



All MESHES are in FBX format including one version with high level of detail.
(STAFF1.fbx)
And one version with 3 levels of LOD
(STAFF1_LOD.fbx).
A custom mesh collider is provided separated for each model.
(STAFF1_Collider.fbx)

Textures Renderer compatibilities.

All textures and materials are compatible with:

- Universal Render Pipeline. NATIVE
- HD Render Pipeline. NATIVE

